MICRO OF MONMOUTH

P.O.Box 221
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NEWSLETTER

November 1984 Vol.3 Issue 10

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DECEMBER MEETINGS:

MONDAY, DECEMBER 3
8:00 PM
Manalapan H.S.
Rm. C104-108

Atari news...Demo of Atariwriter using a printer,Tutorials..Demos...questions and answer period

MONDAY, DECEMBER 17
8:00 PM
Manalapan H.S.
Rm. C104-108

Demos..library additions..discussion
Questions and answer period...
Atari news.

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*                    *
*  M.O.M.'S BBS!!    *
*                    *
*  (201)-738-4982    *
*                    *
*  <> 24 HOURS <>    *
*                    *
**********************
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M * O * M

Micro of Monmouth

The Newsletter of the Computer Club of Monmouth, Inc.

The Computer Club of Monmouth, Inc. is a non-profit organization of ATARI computer enthusiasts and users who share a common interest in exchanging information about the programming and operation of the ATARI microcomputer system.

The club meets at the Manalapan High School at 8:00PM on the first and third Mondays of each month. The meeting dates are changed or cancelled when a holiday or foul weather causes the school to be closed.

Neither M.O.M. newsletter or The Computer Club of Monmouth, Inc. is affiliated with ATARI, Inc, Warner Communication or any of their subsidiary companies. All use of the word "ATARI" is recognized as a trademark of ATARI, INC.

The M.O.M. newsletter solicits from its members reviews, news, rumors, articles, original programs, classified ads, and any other material of interest for publication. All material submitted for publication should be given to the editor at the meetings or mailed to him or the club.

The material printed in the M.O.M. newsletter may be freely copied. We request that credit be given to its' authors and to M.O.M. This newsletter is sent to paid-up members of the club and to other users groups on an exchange basis. Other user groups interested in exchanging newsletters should write to the editor.

WHO'S WHO AT M * O * M

President - Frank Fezza	201-446-4027
Secretary - Ken Kelly	201-431-1010
Treasurer - Howard Goldman	201-431-2789
Prog.Chair- Joe Petrillo	201-338-8014
Librarian - James Krutzler	201-738-7813
Librarian - Mike Carovillano	201-364-3734
Editor - Irwin Kaplan	201-566-3335

EDITORIAL

It's Nice To Read About Atari Again

For a change Atari is making news. There was a point recently when many people in the computer industry had written Atari off as a viable company without a future. Now the mavens are saying there is hope. They reason that with the founder of Commodore at the helm, Atari may have a chance to make it. His marketing knowledge and business acumen will make the difference, they say.

Well I hope that's true. And yes, shelf space and market share are important. But what about product? I am a firm believer that the product is the first and main key to success, and not the ballyhoo. IBM is beginning to take its' licks because the PCjr was an overpriced lackluster entry. Many other companies face the same fate because they introduced warmed over entries. So, if Atari is going to be reborn it needs to put stress on the introduction of innovative technologically advanced products.

Lets' see some form of the 1450XLD before the end of 1984. And what about that black box - the 1090XL Expansion System as a X-Mas present for all of us who hung in there ?

Are you listening Jack ?

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This is my first edition as editor of the MOM newsletter and I want you to know that our goal is to make it consistently interesting and informative. All members are encouraged to contribute so that we can maintain a high standard without rehashing old material. In this issue there are two programs from Jim Krutzler for all of us to enjoy. That is the spirit and effort we need to continue our growth. I'm looking forward to your cooperation.

==========

Irwin Kaplan, Editor
July 1984

<<< CRYPTOQUOTE >>>

by JIM KRUTZLER

I enjoy solving the cryptoquote from the Star-Ledger newspaper, but sometimes I don't really have enough time to finish them. With this program I can save the puzzle so that it can be worked on at some other time. I can also store several puzzles and their solutions in REM statements.

When typing in a cryptoquote to a DATA statement, use CONTROL O for a comma. This will keep the ATARI from doing strange things when reading the DATA statements.

```
5 REM CRYPTOQUOTE by Jim Krutzler,1984
7 REM Type in the cryptoquote from
      the newspaper at DATA line 1000.
8 REM All commas must be CTRL O.
9 REM
50 GRAPHICS 0:POKE 712,148
60 POSITION 15,1:PRINT "CRYPTOQUOTE":P
RINT :PRINT "One letter simply stands
for another."
70 DIM A$(300),B$(300),C$(300),D$(1),E
$(1)
80 READ A$:B$=A$:FOR I=1 TO LEN(A$)
90 C$(I,I)="-"
100 IF A$(I,I)=" " THEN C$(I,I)=" "
110 IF A$(I,I)="(CTRL O)" THEN B$(I,I)
="",":C$(I,I)=","
120 IF A$(I,I)="." THEN B$(I,I)=".":C$
(I,I)="."
130 IF A$(I,I)="?" THEN B$(I,I)="?":C$
(I,I)="?"
140 IF A$(I,I)="!" THEN B$(I,I)="!":C$
(I,I)="!"
150 IF A$(I,I)=CHR$(34) THEN B$(I,I)=C
HR$(34):C$(I,I)=CHR$(34)
160 IF A$(I,I)="'" THEN B$(I,I)="'":C$
(I,I)="'"
170 IF A$(I,I)=":" THEN B$(I,I)=":":C$
(I,I)=":"
180 IF A$(I,I)=";" THEN B$(I,I)=";":C$
(I,I)=";"
190 NEXT I
200 POSITION 2,7:? C$:POSITION 2,15:?
B$
210 POSITION 2,20:? "ENTER LETTER TO B
E CHANGED";:INPUT D$
220 POSITION 2,20:? "ENTER LETTER TO B
E TRIED  ";:INPUT E$
230 FOR I=1 TO LEN(A$):IF B$(I,I)=D$ T
HEN C$(I,I)=E$
240 NEXT I:POSITION 2,7:? C$
250 GOTO 210
1000 DATA S MXZA AOX YKKC NSAO PSMXRA
TSDRSAI(CTRL O) QJA HEJDOA CI ZKKA SR
AOX CEA.-DXKYDX ERT NXXTKR DYKPPCSAO
1010 REM I LEFT THE ROOM WITH SILENT
DIGNITY,  BUT CAUGHT MY FOOT IN THE MA
T.-GEORGE AND WEEDOM GROSSMITH
```

COMPUTER PARADE

ATARI NEWS...the saga continues.

The following is excerpted from an article in Computer+Softwear News and from other industry sources.The information is from Jack Tramiels' first press conference since taking over Atari Corp. It is interesting news because it offers very current insight into Atari doings.Editor.

Atari has launched a national print advertisiing campaign for the 800XL, reducing the price from $179 to $120. The campaign is scheduled to run through X-Mas.(In New York City discounters are already offering the 800XL from $99-$109.Ed.)

Tramiel is apparently expecting the price cut to help move the 800XL and put the Company in the black by year end. Atari had been loosing $10 million per month when Tramiel took over in July. This will be a major turn-around if he can achieve this feat.

At the same time,Atari is getting ready to bring out several new 8,16,and 32 bit computers to retail from $100 to $1000 during the first half of 1985.The 16 bit and 32 bit machines are being developed internally and will be manufactured at exisiting Atari plants. The funding for this effort will come from private placements and from a public offering sometime in 1985-86.

As for the price cuts, Tramiel is doing what most market observers expected, offering computers at rock-bottom prices through mass merchandisers, the same strategy Commodore was built on.The price cut is seen as a competitive move against Commodore, who up till now, has had the major part of the low-end market. Tramiel claims the price cuts are due to lower manufacturing costs.He said Atari is able to purchase much lower cost chips from Micro Technology and is passing the savings on to the consumer. He denide that Atari has a large inventory of 800XL's and that the price cuts were in anticipation of the new, enhanced 8-bit 800XL due to be introduced at the Consumer Electronics show. He claims that the manufacturing facilities in Ireland and Taiwan are running at full capacity.

The new 800XL computer will offer enhanced product design and features. The new 16 and 32 bit machines will feature the Tramiel Operating System (TOS), a joint venture of Tramiel and Digital Research(DRI).(This is apparently the "Gem" operating system.DRI has contracts for bundling thissystem in a out one million computers in 1985, with Atari and other OEM's such as TI,Tandy Corp. and ACT Computers. About one third of the total will be on Atari's two new 16 and 32 bit micros. Gem, which was introduced by DRI on Nov.5, is an MS-DOS single tasking operating system environment that features windows,icons,pull-down menus,bit-mapped graphics capabilities and data interchange facilities. Application software written for Gem can have a Macintosh-like appearance.Editor)

Tramiel said Atari will also show the 16 bit Computer at the CES.Shipping of the 8 and 16 bit machines is slated for the first quarter of 1986.

The 32 bit line will be shown at the Hanover Fair in April with shipping scheduled for the second quarter. These computers are said to give more power to the user. Meanwhile, Atarisoft plans to continue softwear production on a world wide basis.Tramiel has cut back on Atari's inhouse softwear development staff and plans to use third party developers,including Infocom. A former Commodore Softwear president,Sig Hartmann, is heading up Atari's worlwide softwear efforts.

On another front, Tramiel said that todate he has collected less than $50 million of the $300 million from the receivables that was part of the Warner deal.However, there is conjecture that Tramiel offset the $240 million in notes that he agreed to pay Warner against the $250 million in uncolllected receivables. This transaction would cancel out the debts with no money changing hands.

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So much news, it almost feels good to be an Atari owner again. I can hardly wait to see the new computers. In the meantime, I'm going to buy one of those discounted 800XL's.Ed.

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IBM
The growing base of IBM Personal Computers is a magnet for software developers and marketers. According to a recent study there are about 3000 programs available for IBM PCs and compatibles.While there are many programs with similar capabilities - spreadsheets,data base management and word processing - there is a wide range of other programs,and user can generally find exactly the software they need.

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EPSON
Epson lowered the price on the QX-10 and announced the Epson QX-16 personal computer, which runs MS-DOS,CP/M, and the new Valdocs 2 operating systems.The new operating system was designed to improve the complaints of slow operation for Valdocs 1. The new system is expected for release next year.

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Irwin Kaplan
November 1984

New Atari Programs

PROGRAM — VENDOR — COST

The Computer Gourmet — New Horizon Softwear — $29.95
A program to automate your kitchen.Computes serv ng size adjusted to the number of servings,computes a shoppin list and stores recipes.Comes with a set of its' own recipes.

Market Forces — Intelligence Quest Software — $21 00(D)
This program teaches you about the forces the hape the economy.You can set up a stock market ec nomic environment,simulate the buying and selling of commod ties and the effect on the market.

The Invoicer — MiccaSoft — $39.95
A business program that creates invoices on preprinte invoice forms.Feature include optional letterhead formatting,automatic feeding,tax calculation,totaling and total summary.

Crash French — Hardfacts Softwear — $25.00
Introduces the French language in a fun and friendly way by translating sentences.

CPA — Micrologix — $99.95
A spreadsheet program using one key to activate the main menu selection.Supports If/Then logic,relational or Boolean operations,all algebraic and trig functions,and includes pre-programmed application modules useful in finance,business and real estate.Introductory price includes a sturdy pneumatic adjustable chair.

Math Magic — Blakmagic Software — $29.95
A math flash card game that features multiple pl yers and handicapping for each player. Supports addition,subtraction,division,multiplication,powers,ro ts and decimals.

Keystone Kapers — Activision,Inc. — $34.95
A game cartridge written origanally for the Atari game system is now available for the computer.Good rnimation and easy to learn, this program turns you into a Keystone Cop in pursui t of an escaped convict cornered in a department store.16 level s of play add to the speed and complications in catching the convict.

Gulf Strike — Avalon Hill — $30.00
A simulation of the current Islamic war in the Middle East.The Ayatollah,Iraq,Russia and the U.S. are involved in the script.You command the U.S. Army,Navy,Air Force and Marines.Play is against the computer or an opponent.Games can be saved.

The information about these games have been taken from sources we believe are accurate. Any errors in fact are unintentional.Ed.

Forecasting Program

I've adapted a forecasting program for the Atari.The program can be used to forecast based on the relationship of two sets of data.The program creates X and Y equations for the two sets and then uses equation for the forecast.

The forecast equation can be with any subject. For instance, if you have data for stock closing prices over a period of time, the equation can forecast the next time period based on the previous data. Try using the program with this data.

The first data set is called DAY.The second data set is CLOSING PRICE(CL.PR.).Here is the data:

DAY	CL.PR.
1	14
2	14.5
3	15
4	14.75
5	15.125
6	15
7	14.875
8	15

What would the CLOSING PRICE be on day 15 based on the above prices? If you answered 16.96, thats right! If it's anything else, check your typing of the program.

Here's another example:

YEAR	SALES
1980	2345
1981	2545
1982	2700
1983	2876
1984	2912

What are the forecasted sales for 1988? Answer - 3554

Type the program and try out different data sets. Data sets can be from any sets that have a prior relationship.Baseball-HITS vs AT BATS.Business-SALES/PROFIT.Footbal-YARDS GAINED/TOTAL SCORE.

You can also reverse the relationship. Use the second data set to forecast the first.Of course, the more data you have in each set,the more accurate the forecast becomes.

Irwin Kaplan
November 1984

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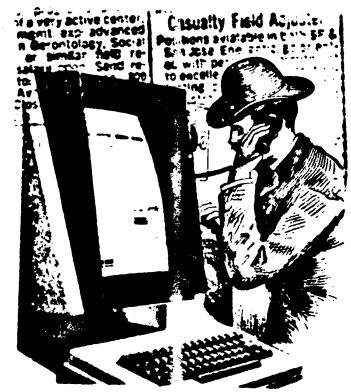
```
          with Tramiel. It  is in5 GRAPHICS 0
6 PRINT "          DATA SETS FORECAST"
7 PRINT
10 PRINT "THIS STATISTICAL PROGRAM COMPARES TWO SETS OF DATA AND FINDS A RELATIO
NSHIP BETWEEN THEM."
20 PRINT "YOU CAN USE THIS RELATIONSHIP TO      FORECAST FUTURE."
25 PRINT
30 PRINT "**************************************"
31 PRINT
100 DIM A$(100),B$(100)
110 PRINT "ENTER A NAME FOR FIRST DATA SET":INPUT A$
120 PRINT "ENTER A NAME FOR SECOND DATA SET":INPUT B$
130 PRINT "ENTER DATA PAIRS,SEPERATED BY A COMMA"
140 PRINT " ENTER 0,0 TO END"
150 N=1
160 INPUT X,Y
170 IF X=0 AND Y=0 THEN 260
180 N=N+1
190 PRINT "SET NO.: ";N
200 A=A+X
210 B=B+X*X
220 C=C+Y*Y
230 D=D+Y
240 E=E+X*Y
250 GOTO 160
260 N=N-1:M=(E*N-D*A)/(B*N-A*A)
270 V=(D*B-E*A)/(B*N-A*A)
280 PRINT A$;"= ";M;B$;"+ ";V
290 PRINT "ENTER A VALUE FOR ";A$;" TO RECEIVE "
300 PRINT " A CORRESPONDING VALUE FOR ";B$
310 PRINT "ENTER 9999 IF YOU WANT VICE-VERSA":INPUT A
320 IF A=9999 THEN GOTO 360
330 ?
340 PRINT B$;"= ";M*A+V
350 GOTO 290
360 PRINT :PRINT A$;"= ";-1/M;" Y+ ";V/M
370 PRINT "ENTER A VALUE FOR ";B$;" TO RECEIVE"
380 PRINT "A VALUE FOR ";A$
390 PRINT "ENTER 9999 FOR VICE VERSA"
400 INPUT A
410 IF A=9999 THEN 290
420 PRINT "THE VALUE FOR ";A$;"= ";(A-V)/M
430 ?
440 GOTO 370
```



Basic Programming

PEEK and POKE

Lets continue our discussion from the last issue.PEEK and POKE can be used in programs to change from mode to another. For instance, suppose we wanted to use inverse video to emphasize a statemente or string. Furthermore, we would like to see how the printer would handle this. The following program does this.

```
10 DIM A$(100):REM The test string
20 PRINT "Enter the test string"
30 POKE 694,128:REM ** Change to inverse video **
40 INPUT A$
50 LPRINT A$
60 PRINT "Enter test string again"
70 POKE 694,0:REM ** Returns to normal **
80 INPUT A$
90 LPRINT A$
100 END
```

In GRAPHICS mode 0 location 710 controls the color of your screen. The normal color on your screen is blue and if you PRINT PEEK 710 you will get 148.That is the number for blue. You could change the color by executing a POKE statement. Type in this program and you can see the different color changes that can be made.

```
10 GRAPHICS 0:REM Clears the screen
20 POKE 752,1:REM Removes the cursor
30 FOR X=0 to 254 STEP 2
40 POKE 710,X:POSITION 19,5:PRINT PEEK(710)
50 FOR WAIT= 1 to 200:NEXT WAIT
60 NEXT X
70 POKE 752,0:REM Gets cursor back
```

To stop the program just press CONTROL and 1 at the same time. To contine type in CONT and press RETURN.Line 30 use 254 instead of 128(the number of available colors,16x8,because only even numbers affect the screen color.

Here are some more useful PEEK and POKE memory locations.

ERROR NUMBER 195
If an error occurs in BASIC, its number is placed in this location.

PRINT TAB WIDTH 201
Normally this number is 10.This number specifies the number of columns between each tab stop.

Try using some of these POKE and PEEK locations in your programs for added power.ED.

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M.O.M.'s BBS
by Jim E. Krutzler

The Micro of Monmouth computer club has a Christmas gift for its members. The M.O.M. Bulletin Board is now on line 24 hours a day. The telephone number is (201)-738-4982. We'll be starting off slow, allowing members to contribute their ideas and suggestions to the board. Here are a few of the screens that you will see when logging on.

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
VVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVVV
------- --  - - - - -   - - - ----
WELCOME TO  M O M ' S   B B S !!!!
------- --  - - - - -   - - - ----
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!


ATTENTION TO ALL ATARI USERS !!!

THERE IS A COMPUTER CLUB JUST FOR
YOU !!!!

THE M.O.M. MICRO OF MONMOUTH ATARI
USERS GROUP !!!  SEE THE M.O.M.
SECTION ON THE TOP LEVEL MENU FOR
ALL THE INFO YOU NEED!!!


-----------------------------------
THIS BBS IS SUPPORTED BY THE M.O.M.
ATARI USERS GROUP!!

PLEASE DO NOT ABUSE THIS SYSTEM!!
THANK YOU!
-----------------------------------

IF THE MODEM DOES NOT PICK-UP THE
PHONE THEN THE SYSOP IS USING THE
SYSTEM.

-----------------------------------


-----------------------------------
+::]=[%)->TOP LEVEL MENU<-(%]=[::+
-----------------------------------

[G] Good-bye  Log off
[M] Message Section
[C] Chat with Sysop
[O] Other BBS
[I] System Info
[L] Computer clubs
[U] Utility Menu
[H] Help !!!
[.] M.O.M. info
[X] Enter expert user mode
[F] Feedback to sysop
[!] RULES  Please read !!!
[#] Show Date
[?] Show Menu
```

```
####################################
# M E S S A G E     S E C T I O N #
#----------------------------------#
# COMMANDS:         # BOARDS:      #
#------------------#--------------#
#[L] Leave message  #[1]General    #
#[R] Read message(s)#[2]Just talk  #
#[S] Scan message(s)#[3]Adventure  #
#------------------#[4]For sale   #
#[C] Combined boards#[5]Wanted     #
#------------------#[6]-MOM CLUB-#
#[*] Exit          #[7]Clubs      #
#[?] Show menu      #[8]Joke/Story#
#[#] Date          #[9]X-RATED    #
#[G] Good bye       #[0]-NEW USER-#
#------------------#--------------#
#                  #[E] E-MAIL    #
####################################
```

```
<><><><><><><><><><><><><><><><><><>
<>                                  <>
<>   U T L I T I Y    M E N U       <>
<>                                  <>
<><><><><><><><><><><><><><><><><><>

[G] Good-Bye  Log off
[C] Chat With Sysop
[U] User Log
[R] Re-configure Terminal
[P] Change Password
[H] Help !!!
[#] Show Date
[?] Show Menu
[*] Exit To TOP LEVEL MENU
```

```
======================== ==========
**        THE  RULES !!           **
======================== ==========
```

1) No street language or profanity permitted.

2) Do not give your password to anybody. (IF YOU DO THEN YOU HAVE ONLY ONE BRAIN CELL.)

3) The sysop is not responsible for lost messages or E-mail.

4) All messages left to the sysop are to be addressed "SYSOP".

5) Do not make more then 3 calls in one day!!

6) Don't be afraid to page the sysop.

7) Use the 'G' GOOD BYE option when loging off! Don't just hang up!!

********** A NEW GAME AROUND **********

Submitted by,
Ken Kelly

Anybody out there like to work through adventures? Have you ever gotten frustrated because you could see through the author's attempts to hide things from you, or because you couldn't? Or have you ever thought that you could write a better adventure, yourself, if you just knew enough assembly language.

The cure is here !!! (I think)...

I've heard of a new game that's out called "The Adventure System". It is suppose to be a file builder type of program. It allows you to create your own adventure. And once you have created it, anyone can play it. To play it, you use the adventure driver that Scott Adams uses. As a result, your own adventure runs just like the Scott Adams adventures, with the same speed and snap.

Of course, they also furnish a driver type program. It is copywrited, and they don't want you to give the driver away, although you are free to distribute your adventure data bases as you see fit.

They also intend to form an adventure user group called the "auggies" (yes I spelled that right).

This group of players and writers are said to offer their support but I don't know any more about them than that.

Anyway, I understand that this program will be around $50.00 when it is available. Anyone with more information on this subject please see me, Thanks.

Secretary's Report to the Membership

10-01-84 Minutes of M.O.M. Meeting

BUSINESS

- "Bahama-Joe" (Petrillo) is back! Welcome back Joe, we missed you at the Exec Meeting..... Joe announced that M.O.M. has received letters from Indiana and Quebec Canada asking about our club. First China and now Canada, word does get around - thanks Joe.

- The next meeting of M.O.M. will be on Oct. 15th.

- The next meeting of J.A.C.G. will be on Saturday, Oct. 13th.

- TDK SS/DD disks are on sale through the club for $20.00 a box of 10.

- There is $652.00 in the club treasury.

- There are now 43 disks in the club library.

- The club maintains a library of documentation for the Atari product line as well as other manufactures of Atari peripheral equipment. All literature is available to the M.O.M. members on a sign-out basis through Mike Carovillano.

- Jim Krutzler asked for any members that might have some articles or graphic pictures for the Newsletter to bring them in. Pictures can be reduced and added to the Newsletter making it that much more interesting. In addition M.O.M. will print business cards of dealers in our paper. This, along with creating good public relations, is a good way to get fliers about M.O.M. on their counters.

QUESTIONS AND ANSWERS

- Members that wanted to take advantage of the offer made by George Sullivan, and get their copy of the Atari Assembly language book, were able to do so. For those who are hearing about this offer for the first time, the book retails for $15.95 but you can get it from George for only $9.50. If this interests you see the last issue of the M.O.M. Newsletter Minutes or see George.

- Ken Kelly (yours truly) enhanced disk #41 ("R"modem) by adding a file named "K"MODEM.BAS to this disk. The enhancement added some error trapping that was needed so the program didn't crash but more importantly it adds an ANSWER-MODE Option. This will now allow Atari to Atari communication with an 1030 or equivalent modem. Now you can call your pal (or vice-versa) and exchange programs or the like. ready-->RUN"D:KMODEM.BAS"<--Good Luck!

- Pens for the 1020 printer/plotter can be obtained from Radio Shack. They sell for about $1.00 each.

- Jim Krutzler asked the members if anyone had a Public Domain program that would run AMS music. If you have one please bring it in so we can add it to our library.

TUTORIALS

- Howard Goldman's tutorial of Atari-Writer has been postponed until the next meeting. Unfortunately his wife wasn't feeling well and Howard was staying with her. We all extend our best wishes for a speedy recovery.

DEMONSTRATIONS

- Frank Fezza brought copies of drawings produced on his newly aquired 1020 printer/plotter. The quality of these drawings is fabulous, but the documentation leaves alot to be desired. There's a big plus in the price though, this item started out for over $200.00 and can now be obtained for about $80.00 (plus your membership disc. at Gemini).

- Ken Kelly demonstrated "Summer Games" an excellent graphic game of skill that takes the user right into the Olympic games competing for one of 18 countries quest for the gold.

- Frank Fezza Demonstrated "Reverse" a strategy game like Othello with 3 levels of difficulty.

- Frank Fezza also gave a demo of "Boulderdash" another strategy game where the user manipulates this little-man through underground tunnels in search of diamonds.

- Jim Krutzler demonstrated the clubs newly aquired AMS music programs. "Jump" by Van Halan was the selection. These programs have been found to be quite entertaining.

- Joe Petrillo demonstrated "The Financial Cookbook" which is just what the name implies. The user picks a recipe of financial interest and creates their own "what-if" scenario to financial success.

- Joe also demonstrated "Infidel" a text adventure by Infocom. In this game your lost in the desert, have to survive and locate the pyramid, and then find the treasures. Its a tricky one.

SPECIAL INTERESTS

- Joe Petrillo brought in a new book called "Shortcut To Adventures". This is the second in this series of books written to assist you through an adventure. It focuses on Infocoms adventures (like Infidel), sells for $7.00 and is a must for the frustrated adventurer. P.S. Now we know how Joe does it!

Respectfully submitted by,
Ken Kelly

Microbits Peripheral Products, Inc.
F.o.R.e.M. Bulletin Board System

Microbits Peripheral Products, Inc. is keeping its' committment to the computer using public. Many of our customers have asked us to provide a complete Bulletin Board System. After much research and testing, we have purchased the rights to the F.o.R.e.M. BBS. This system was written by MATT SINGER. Modifications were made by Matt Ingram and Ted Rosner. The version that we will be selling has been specially configured to operate ONLY with the MPP-1000C modem.

The F.o.R.e.M. system is both powerful and flexible, while not being complicated to use. There are many features in this system that make the task of being SYSOP (SYStem OPerator) enjoyable. F.o.R.e.M. is a password controlled board that will allow you to accomodate up to 26 levels of users. You can set up multiple message bases, and can access the board from a remote terminal to perform file updates and other functions.

F.o.R.e.M. for the MPP-1000C will be sold only by direct transactions with Microbits. Persons ordering the system will be required to sign the user contract BEFORE the system will be shipped to the individual. Assistance will ONLY be provided to individuals that provide us with their serial number and owner I.D. This restriction is in an effort to minimize the piracy problem that developed with the MODEM DRIVER disk. We also feel that we can provide better support by limiting the support to those who have paid for it.

Microbits Peripheral Products, Inc. is committed to bringing quality products to the public at the lowest possible prices. In keeping with this policy, we are providing the F.o.R.e.M. board at the low price of $50.00.

For more information, call Microbits.

Secretary's Report to the Membership

11-05-84 Minutes of M.O.M. Meeting

BUSINESS

- M.O.M. will be supporting our own BBS system thanks to the efforts of Jimmy Krutzler.
- Disks are available from the club for $18.00 / box of 10.

QUESTIONS AND ANSWERS

- Bill Schneider has donated a basic cartridge to the club....thanks Bill.

TUTORIALS

- Howard Goldman continued his demonstration of Atari Writer.

DEMONSTRATIONS

- A demo of the light pen for atari will be given at the next meeting.

SPECIAL INTERESTS

- THANKS TO Bill Schneider the following address has been obtained for M.O.M. members who wish to receive a copy of the new basic cartridge from Atari. Send $15.00 to :

Atari Customer Relations
1312 Crossman Ave.
P.O.Box 61657
Sunnyvale, Calf., 94088

Respectfully
submitted for
Ken Kelly
By,
Mike Carovillano

FREQUENCY COUNT of the PICK-SIX

by JIM KRUTZLER

There are many programs around that use a random number routine for selecting a lottery number. This program is based on an earlier article in the MUM newsletter, except that it will not select a lottery number for you. Instead, it keeps a record of the number of times that a lottery number was drawn. Hopefully, this will help to increase your odds in selecting a lottery number by showing you which numbers do not frequently come-up.

You must change line 180 to reflect the total numbers that are located in the DATA statements. Each time the lottery numbers are drawn, put these numbers in a DATA statement and the date in a REM statement. In this way, you can easily see if a pattern is developing.

I have included in the program a screen dump to a Gemini 10X printer. This should also work for any other printer.

```
100 REM ** LOTTERY FREQUENCY COUNT **
110 REM COUNTS THE NUMBER OF TIMES A
          NUMBER IS PICKED
120 GRAPHICS 0:? :? :? :? "     PLEASE
WAIT--I'M CALCULATING"
130 DIM N(39),C(100),XC$(39),K$(1)
140 LET Y=3
150 FOR I=1 TO 39
160 LET C(I)=0
170 NEXT I
175 REM ** CHANGE FOR INCREASE
180 FOR I=1 TO 12
185 REM OF DATA NUMBERS HERE **
190 READ N
195 REM ** READS END(0) DATA NUMBERS
          SET UP IN DATA STATEMENTS **
200 LET C(N)=C(N)+1:REM ** COUNTING **
210 NEXT I
220 REM ***** PRINT RESULTS *******
230 GRAPHICS 0:? :? " FREQUENCY COUNT
OF LOTTERY NUMBERS"
240 FOR I=1 TO 39
250 X=X+1:IF X>5 THEN X=1:Y=Y+2
260 POSITION X*6,Y
270 PRINT I;"=";C(I):NEXT I
280 PRINT :PRINT :PRINT "DO YOU NEED A
 HARD COPY (Y/N)";:INPUT K$
290 IF K$<>"Y" THEN END
300 REM ** COPY SCREEN TO PRINTER **
310 XC$="   (40 spaces)
            ":REM ** PRINT SCREEN **
320 FOR YLOOP=0 TO 19
330 POSITION 1,YLOOP
340 FOR XLOOP=1 TO 39
350 LOCATE XLOOP,YLOOP,XC
360 XC$(XLOOP)=CHR$(XC)
370 NEXT XLOOP
380 LPRINT XC$
390 NEXT YLOOP
```

```
400 POSITION 2,21
410 END
999 REM ** 6 NUMBERS PER WEEK **
1000 REM JUL 5,1984
1015 DATA 7,11,16,17,25,39
1020 REM JUL 13
1025 DATA 6,16,19,35,37,39
```

LIBRARY NOTES

Our library continues to grow with the addition of five new disks that cover a wide range of interest. The old and new disks are available at the meeting from our librarian, Jim Krutzler. Give Jim a good quality blank disk in exchange for a MOM library disk.

New Disks:

Disk #35 - Utility disk. Label program,sort,bootcopy etc.

Disk #36 - Statistical Disk - This disk is by our own Frank Fezza and has statistical programs and great graphics. Don't be without this one!

Disk #37 - Tutorial on Assembly Language.

Disk #38 - Telecommunication Disk. This is a 2 sided disk with modem and communication programs.

Disk #39 - Artist Disk. Programs for Atari artists. Try it you'll like it.

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MODEM NUMBERS

For those members with modems, some Bulletin Board numbers:

NJ....201-377-4084...HGH BRIDGE
NJ....201-533-9377...ATLANTS
NJ....609-234-9240...VINCENTOWN

NY....212-241-8965...SPIWEB
NY....212-464-3434...CRYPT
NY....212-241-8965...AMIS

PA....215-333-3753...JRBB
PA....412-754-0800...PACE
PA....215-836-5116...RBBS

```
**************************
*>     THE JACG BBS     <*
*>    (201)-549-7591    <*
*>IT'S JUST A CALL AWAY!<*
**************************
```

I haven't tried these numbers personally so I don't know how active they are, or if a password is required. If anyone gets more data on these BBS numbers let me know and will list the details. Good luck and watch those telephone bills.Ed.

TIP - If a bulletin board requires a pass word, try the word GUEST. I read that this will allow you limited access on most bulletin boards.Ed.

Secretary's Report to the Membership

11-19-84 Minutes of M.O.M. Meeting

BUSINESS

- As everyone is probably aware of the dropping in price of the Atari 800XL's the cheapest prices found so far are $99.00 at Sam Goody.
- Atari's new "MAC" is an IBM look-alike. This should be out soon and if your interested in an inside look at Atari see Analog issue 26. There is an interview with Jack Tramiel.

QUESTIONS AND ANSWERS

- DOS 3.0 for Atari 1030 users is officially out. Look for your copy to arrive in the mail soon or write to the address in these minutes, that follows.

- A question was asked at this meeting if an 800XL could be used as a hard disk type of peripheral devise. It was believed that this could not be done due to constraint issues when trying to connect the two different buses together

TUTORIALS

- Howard Goldman continued his tutorial of Atari Writer

DEMONSTRATIONS

- We had some real good demonstrations given at this meeting;

- Mig Alley Ace was demoed by John Scott.
- The Light Pen for Atari was demoed by Tom Burke.
- Phone dial and Data base was demoed by Bob Brakman.
- Sparta DOS was demoed by Scott Brause.

SPECIAL INTERESTS

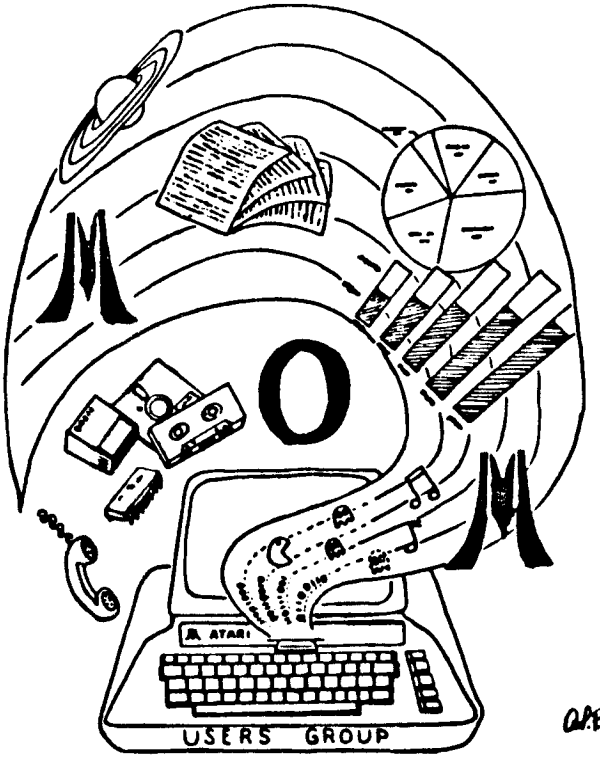
- M.O.M. BBS Phone number is....

201-738-4982

....use it, it's yours.
- The address to write to Atari is;

Atari Customer Relations
1312 Crossman Ave.
P.O.Box 61657
Sunnyvale., Calf., 94088

Respectfully submitted by,
Ken Kelly



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NEWSLETTER

FIRST CLASS